

Unit -1 Web Technology CS-41

Concept of WWW: -

- **WWW** is stands for World Wide Web.
- The **World Wide Web (WWW)** is a global information medium which users can read and write via computer connected to the internet.
- The Web, or World Wide Web, is basically a system of Internet servers that support specially formatted documents. The documents are formatted in a markup language called HTML (Hypertext Markup Language) that supports links to other documents, as well as graphics, audio, and video files.
- In short, **World Wide Web (WWW)** is collection of text pages, digital photographs, music files, videos, and animations you can access over the Internet.
- Web pages are primarily text documents formatted and annotated with Hypertext Markup Language (HTML). In addition to formatted text, web pages may contain images, video, and software components that are rendered in the user's web browser as coherent pages of multimedia content.
- The terms Internet and World Wide Web are often used without much distinction. However, the two are not the same.
- The Internet is a global system of interconnected computer networks. In contrast, the World Wide Web is one of the services transferred over these networks. It is a collection of text documents and other resources, linked by hyperlinks and URLs, usually accessed by web browsers, from web servers.
- There are several applications called **Web browsers** that make it easy to access the World Wide Web; For example: Firefox ,Microsoft's Internet Explorer, Chrome Etc.
- Users access the World-Wide Web facilities via a client called a browser, which provides transparent access to the WWW servers. User can access WWW via two way such us :

History of WWW:

- Tim Berners-Lee, in 1980 was investigating how computer could store information with random links. In 1989, while working at European Particle Physics Laboratory, he proposed to idea of global hypertext space in which any network-accessible information could be referred to by single “**universal Document Identifier**”. After that in 1990, this idea expanded with further program and knows as **World Wide Web**.

Internet and WWW

- The Internet, linking your computer to other computers around the world, is a way of transporting content. The Web is software that lets you use that content...or contribute your own. The Web, running on the mostly invisible Internet, is what you see and click on in your computer's browser.

What is The Internet?

- The Internet is a massive network of networks, a networking infrastructure. It connects millions of computers together globally, forming a network in which any computer can communicate with any other computer as long as they are both connected to the Internet.

Information that travels over the Internet does so via a variety of languages known as

protocols. So we can say that Internet is network of computer which connect to together and any computer communicate with any other computer.

What is The Web (World Wide Web)?

- The World Wide Web, or simply Web, is a way of accessing information over the medium of the Internet. It is an information-sharing model that is built on top of the Internet.
- The Web uses the HTTP protocol, only one of the languages spoken over the Internet, to transmit data. The Web also utilizes browsers, such as Internet Explorer or Firefox, to access Web documents called Web pages that are linked to each other via hyperlinks. Web documents also contain graphics, sounds, text and video.

Different between Internet and WWW

- **The Web** is a Portion of The Internet. The Web is just one of the ways that information can be disseminated over the Internet. **The Internet**, not the Web, is also used for email, which relies on SMTP, Usenet news groups, instant messaging and FTP. So the Web is just a portion of the Internet.

HTTP Protocol: Request and Response.

- HTTP stands for Hypertext Transfer Protocol.
- HTTP is based on the client-server architecture model and a stateless request/response protocol that operates by exchanging messages across a reliable TCP/IP connection.
- An HTTP "client" is a program (Web browser) that establishes a connection to a server for the purpose of sending one or more HTTP request messages. An HTTP "server" is a program (generally a web server like Apache Web Server) that accepts connections in order to serve HTTP requests by sending HTTP response messages.
- Errors on the Internet can be quite frustrating — especially if you do not know the difference between a 404 error and a 502 error. These error messages, also called HTTP status codes are response codes given by Web servers and help identify the cause of the problem.
- For example, "404 File Not Found" is a common HTTP status code. It means the Web server cannot find the file you requested. The file -- the webpage or other document you try to load in your Web browser has either been moved or deleted, or you entered the wrong URL or document name.
- HTTP is a stateless protocol means the HTTP Server doesn't maintain the contextual information about the clients communicating with it and hence we need to maintain sessions in case we need that feature for our Web-applications
- HTTP header fields provide required information about the request or response, or about the object sent in the message body. There are four types of HTTP message headers:
 - **General-header:**
These header fields have general applicability for both request and response messages.
 - **Request-header:**
These header fields have applicability only for request messages.
 - **Response-header:**
These header fields have applicability only for response messages.
 - **Entity-header:**
These header fields define Meta information about the entity-body.

- As mentioned, whenever you enter a URL in the address box of the browser, the browser translates the URL into a request message according to the specified protocol; and sends the request message to the server.

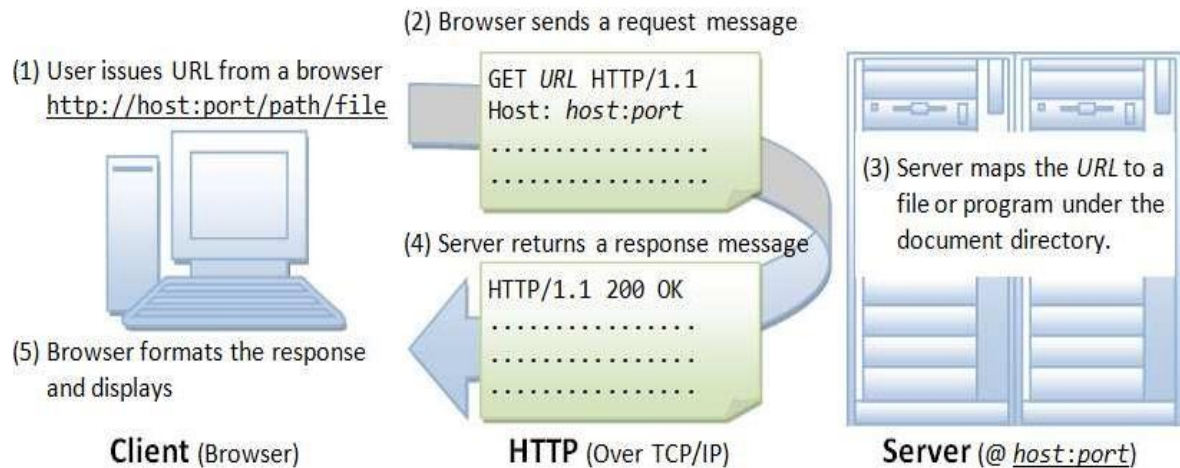


Fig 1: Communication between HTTP Client and HTTP Server

Web Browser and Web Server.

- Web server and web browser are the terms which are commonly used for website. The basic purpose of both is to develop a platform for internet web directory. So that any users can anytime access any kind of website. Major difference between them is on their function and how they perform their functions. Check for the detail of both topics before understanding the differences between them.

Web Browser

- Web browser is a client, program, software or tool through which we sent HTTP request to web server. The main purpose of web browser is to locate the content on the World Wide Web and display in the shape of web page, image, audio or video form.

- We can also call it a client server because it contacts the web server for desired information. If the requested data is available in the web server data then it will send back the requested information again via web browser.
- Microsoft Internet Explorer, Mozilla Firefox, Safari, Opera and Google Chrome are examples of web browser and they are more advanced than earlier web browser because they are capable to understand the HTML, JavaScript, AJAX, etc. Now days, web browser for mobiles are also available, which are called micro browser.

Web Server

- **Web server** is a computer system, which provides the web pages via HTTP (Hypertext Transfer Protocol). IP address and a domain name is essential for every web server.
- Whenever, you insert a URL or web address into your web browser, this sends request to the web address where domain name of your URL is already saved. Then this server collects the all information of your web page and sends to browser, which you see in form of web page on your browser.
- Lot of web server software is available in the market in shape of NCSA, Apache, Microsoft and Netscape. Storing, processing and delivering web pages to clients are its main function. All the communication between client (web browser) and server takes place via HTTP.
- Here, we can easily understand concept of web browser and web server by following figure.

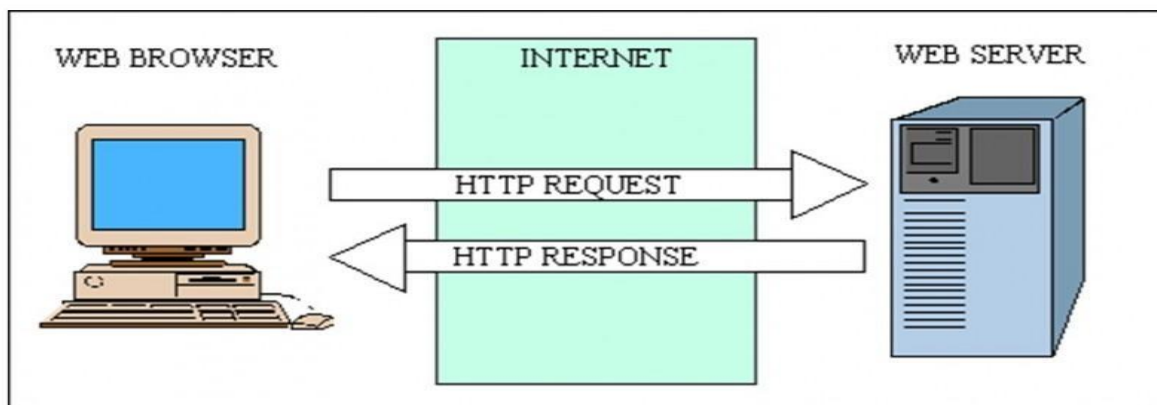


Fig 2: Communication between web Browser and Web Server

Feature of Web 2.0.

- Web 2.0 is term that was introduced in 2004 and refers to the second generation of the World Wide Web. The term "2.0" comes from the software industry, where new versions of software programs are labeled with an incremental version number.
- Some examples of features considered to be part of Web 2.0 are listed below:
 - **Blogs :**
It also known as Web logs, these allow users to post thoughts and updates about their life on the Web.
 - **Wikis:**
Wikis - sites like Wikipedia and others enable users from around the world to add and update online content.
 - **Social Networking:**

Sites like Facebook and MySpace allow users to build and customize their own profile and communicate with friends.

- **Web Application:**

Web application is a broad range of new applications make it possible for users to run programs directly in a Web browser. As Web logs, these allow users to post thoughts and updates about their life on the Web.

- **User Participation:**

In traditional web the contents are solely provided by the web site owner or company, but in web 2.0 the users participate in content sourcing. This is also known as Crowd sourcing.

Examples: Wikipedia & YouTube.

- **Long Tail:**

The traditional web was like a retail business the product is sold directly to user and the revenue generated. But in web 2.0 the niche product is not sold directly but offered as a service on demand basis and income is generated as monthly fee and pay per consumption.

- **Rich User Experience :**

Traditional web are built with HTML and CSS CGI and had been offered as a static page. On the other hand Web 2.0 uses AjaxAsynchronous JavaScript + XML) presenting dynamic, rich user experience to users.

Example: Google Provided Google Maps and Google Suggest.

- Web 2.0 technologies provide a level user interaction that was not available before. Websites have become much more dynamic and interconnected, producing "online communities" and making it even easier to share information on the Web. Because most Web 2.0 features are offered as free services, sites like Wikipedia and Facebook have grown at amazingly fast rates.

Web Design Issues

Browser & Operating Systems

- Web pages are written using different HTML tags and viewed in browser window.
- The different browsers and their versions greatly affect the way a page is rendered, as different browsers sometimes interpret same HTML tag in a different way.
- Different versions of HTML also support different sets of tags.
- The support for different tags also varies across the different browsers and their versions.
- Same browser may work slightly different on different operating system and hardware platform.
- To make a web page portable, test it on different browsers on different operating systems.

Bandwidth and Cache

- Users have different connection speed, i.e. bandwidth, to access the Web sites.
- Connection speed plays an important role in designing web pages, if user has low bandwidth connection and a web page contains too many images, it takes more time to download.
- Generally, users have no patience to wait for longer time than 10-15 seconds and move to other site without looking at contents of your web page.
- Browser provides temporary memory called *cache* to store the graphics.
- When user gives the URL of the web page for the first time, HTML file together with all the graphics files referred in a page is downloaded and displayed.

Display Resolution

- Display resolution is another important factor affecting the Web page design, as we do not have any control on display resolution of the monitors on which user views our pages.
- Display or screen resolution is measured in terms of pixels and common resolutions are 800 X 600 and 1024 X 786.
- We have three choices for Web page design.
 - Design a web page with fixed resolution.
 - Make a flexible design using HTML table to fit into different resolution.
 - If the page is displayed on a monitor with a higher resolution, the page is displayed on left-hand side and some part on the right-hand side remains blank. We can use centered design to display page properly.
 - (Not For Exam) ~~Ideally we should use some frameworks for designing like Bootstrap/Material design.~~

Look & Feel

- Look and feel of the website decides the overall appearance of the website.
- It includes all the design aspects such as
 - Web site theme
 - Web typography
 - Graphics
 - Visual structure
 - Navigation etc...

Page Layout and Linking

- Website contains of individual web pages that are linked together using various navigational links.
- Page layout defines the visual structure of the page and divides the page area into different parts to present the information of varying importance.
- Page layout allows the designer to distribute the contents on a page such that visitor can view it easily and find necessary details.

Locating Information

- Webpage is viewed on a computer screen and the screen can be divided into five major areas such as center, top, right, bottom and left in this particular order.
- The first major area of importance in terms of users viewing pattern is the center, then top, right, bottom and left in this particular order.

Making Design user-Centric

- It is very difficult for any Web designer to predict the exact behavior of the Web site users.
- However, idea of general behavior of common user helps in making design of the Web site user-centric.
- Users either scan the information on the web page to find the section of their interest or read the information to get details.

Sitemap

- Many a times Web sites are too complex as there are a large number of sections and each section contains many pages.
- It becomes difficult for visitors to quickly move from one part to other.
- Once the user selects a particular section and pages in that section, user gets confused about where he/she is and where to go from there.
- To make it simple, keep your hierarchy of information to few levels or provide the navigation bar on each page to jump directly to a particular section.

Tips for Effective Navigation.

- Navigation links are either text based, i.e. a word or a phrase is used as a link, or graphical, i.e. a image, i.e. a icon or a logo is used as a link.
- Navigation links should be clear and meaningful.
- It should be consistent.
- Link should be understandable.
- Organize the links such that contents are grouped logically.
- Provide search link, if necessary, usually on top of the page. Use common links such as 'about us' or 'Contact us'.
- Provide the way to return to first page.
- Provide the user with information regarding location
- Horizontal navigation bar can be provided on each page to directly jump to any section

HTML

What is HTML?

- Stands for Hypertext Markup Language.
- Most documents that appear on the World Wide Web were written in HTML.
- HTML is a markup language, not a programming language. In fact, the term HTML is an acronym that stands for Hypertext Markup Language.
- We can apply this markup language to your pages to display text, images, sound and movie files, and almost any other type of electronic information.
- We use the language to format documents and link them together, regardless of the type of computer with which the file was originally created.

HTML Elements

- An element consists of three basic parts: an opening tag, the element's content, and finally, a closing tag.

<p> - opening paragraph tag

Element Content - paragraph words

</p> - closing tag

- Every (web) page requires four critical elements: the html, head, title, and body elements.

1. <html> Element...</html>

- <html> begins and ends each and every web page.
- Its purpose is to encapsulate all the HTML code and describe the HTML document to the web browser.

<html></html>

2. <head> Element

- The <head> element is "next" as they say. As long as it falls somewhere between your <html> tag and your web page content (<body>).
- The head functions "behind the scenes." Tags placed within the head element are not directly displayed by web browsers.
- We will be placing the <title> element here.
- Other elements used for scripting (JavaScript) and formatting (CSS) will eventually be introduced and you will have to place them within your head element.

<html>

<head>

</head>

</html>

3. The <title> Element

- Place the <title> tag within the <head> element to title your page.
- The words you write between the opening and closing <title></title> tags will be displayed at the top of a viewer's browser.

```
<html><head><title>My WebPage!</title></head></html>
```

4. The <body> Element

- The <body> element is where all content is placed. (Paragraphs, pictures, tables, etc).
- The body element will encapsulate all of your webpage's viewable content.

```
<html>
<head><title>My WebPage!</title></head>
<body>
Hello World! All my content goes here!
</body>
</html>
```

HTML Tags

- A web browser reads an HTML document top to bottom, left to right.
- Each time the browser finds a tag, it is displayed accordingly (paragraphs look like paragraphs, tables look like tables, etc).
- Tags have 3 major parts: opening tag(s), content(s), and closing tag(s).
- Recall that a completed tag is termed an element.

1. Paragraph Tag <p>

- The <p> tag defines a paragraph. Using this tag places a blank line above and below the text of the paragraph.

```
<p>Avoid losing floppy disks with important school...</p>
<p>Fo instance, let' had a HUGE sch l </
```

2. HTML - Headings 1:6

- A heading in HTML is just what we might expect, a title or subtitle.
- By placing text inside of <h1> (heading) tags, the text displays bold and the size of the text depends on the number of heading (1-6).
- Headings are numbered 1-6, with 1 being the largest heading and 6 being the smallest.

```
<html><body>
<h1>This is heading 1</h1><h2>This is heading 2</h2><h3>This is heading 3</h3>
<h4>This is heading 4</h4><h5>This is heading 5</h5><h6>This is heading 6</h6>
</body></html>
```

3. Line Breaks

- Line breaks are different then most of the tags we have seen so far. A line break ends the line you are currently on and resumes on the next line.

```
<p>Darshan<br />
Computer<br /></p>
```

HTML Lists

- There are 3 different types of lists.
- A tag starts an ordered list, for unordered lists, and <dl> for definition lists.
 1. - unordered list; *bullets*
 2. - ordered list; *numbers*
 3. <dl> - definition list; *dictionary*

1. HTML Ordered Lists

- Use the tag to begin an ordered list. Place the (list item) tag between your opening and closing tags to create list items.
- Ordered simply means numbered, as the list below demonstrates.

```
<ol>
<li>Find a Job</li>
<li>Move Out</li>
</ol>
```

- Start your ordered list on any number besides 1 using the start attribute.

```
<ol start="4" >
<li>Buy Food</li>
<li>Get a Degree</li>
</ol>
```

- There are 4 other types of ordered lists. Instead of generic numbers you can replace them with Roman numerals or letters, both capital and lower-case. Use the type attribute to change the numbering.

```
<ol type="a">
<ol type="A">
<ol type="i">
<ol type="I">
</ol>
```

2. HTML Unordered Lists

- Create a bulleted list with the tag. The bullet itself comes in three subtypes: squares, discs, and circles.
- The default bullet displayed by most web browsers is the traditional full disc.

```
<ul>
<li>Milk</li>
<li>Chocolate</li>
</ul>
```

- There are 3 other types of unordered lists.

```
<ol type="square">
<ol type="disc">
<ol type="circle">
</ol>
```

3. HTML Definition Term Lists

- Make definition lists as seen in dictionaries using the <dl> tag. These lists displace the term word just above the definition itself for a unique look. It's wise to bold the terms to displace them further.
 - <dl> - defines the start of the list
 - <dt> - definition term
 - <dd> - defining definition

```
<dl>
<dt><b>Fromage</b></dt>
<dd>French word for cheese.</dd>
<dt><b>Voiture</b></dt>
<dd>French word for car.</dd>
</dl>
```

4. HTML Nested Lists

- You can also nest one list within another, so you could make an unordered list inside a

```
<html>
<ol>
  <li> Clear out garage</li>
  <ul>
    <li> Tomatoes</li>
  </ul>
  <li> repair fence </li>
</ol>
</html>
```

numbered one:

HTML - Formatting Elements

- Several tags exist to further amplify text elements. These formatting tags can make text bold, italic, sub/superscripted, and more.

Tag	Description	Example
	The tag specifies bold text.	Bold Text
<i>	The <i> tag specifies italic text.	<i>Italic Text</i>
	The tag specifies emphasis text	Emphasized Text
<sup>	The <sup> tag defines superscript text. Superscript text appears half a character above the baseline. Superscript text can be used for footnotes, like WWW ^[1] .	<p>This text contains ^{superscript} text.</p>
<sub>	The <sub> tag defines subscript text. Subscript text appears half a character below the baseline. Subscript text can be used for chemical formulas, like H ₂ O.	<p>An example of _{subscripted Text}</p>
<tt>	The <tt> tag defines teletype text.	<p><tt>This text is teletype text.</tt></p>
<blink>	The <blink> tag is used for blinking the text.	<blink> blinking text tag</blink>

HTML Color Coding System - Color Names

There are 3 different methods to set color.

- We can set color using three methods.
 - a. Using color name

```
<body bgcolor="red">
<font color="red">
```

- b. Using RGB(Red, Green, Blue) value

```
<body bgcolor="rgb(72,0,0)">
<font color="rgb(72,0,0)">
```

- c. Using Hexadecimal value

```
<body bgcolor="#ffff00">
<font color="#ffff00">
```

HTML - Font and Basefont

- The tag is used to add style, size, and color to the text on your site. Use the size, color, and face attributes to customize your fonts.
- Use a <basefont> tag to set all of your text to the same size, face, and color.

1. Font Size

- Set the size of your font with size. The range of accepted values is from 1(smallest) to 7(largest).The default size of a font is 3.

```
<p><font size="5">Here is a size 5 font</font></p>
```

2. Font Color

- Set the color of your font with color.

```
<font color="#990000">This text is hexcolor #990000</font><br />
<font color="red">This text is red</font>
```

3. Font Face

- Choose a different font face using any font you have installed.

```
<p><font face="Bookman Old Style, Book Antiqua, Garamond">This paragraph has
had its font.. </font></p>
```

4. Basefont - Set a Solid Base

- With the basefont tag you will be able to set the default font for your web page.

HTML Code:

```
<html><body>
<basefont size="2" color="green"><p>This paragraph has had its font...</p>
</basefont>
</body></html>
```

HTML - Hypertext Reference (href) or Hyperlinks

- The href attribute defines reference that the link refers to. Basically this is where the user will be taken if they wish to click this link.
- Use the <a> tags to define the start and ending of an anchor.
- Decide what type of href attribute you need and place this attribute into the opening tag.
- The text you place between the opening and closing tags will be shown as the link on a page. Use the demonstration below as a reference.
- Hypertext references can be Internal, Local, or Global.
- **Internal** - Links to anchors on the current page
- **Local** - Links to other pages within your domain
- **Global** - Links to other domains outside of your site

```
Internal - href="#anchorname"
Local - href="../pics/picturefile.jpg"
Global - href=http://www.xyz.com/
```

```
<a href="http://www.google.com/" target="_blank" >Google Home</a>
<a href="http://www.espn.com/" target="_blank" >ESPN Home</a>
<a href="http://www.yahoo.com/" target="_blank" >Yahoo Home</a>
```

Link Targets

- The target attribute defines whether to open the page in a separate window, or to open the link in the current browser window.

HTML Code:	
target="_blank"	Opens new page in a new browser window
target="_self"	Loads the new page in current window
target="_parent"	Loads new page into a frame that is superior to where the link lies
target="_top"	Loads new page into the current browser window, cancelling all frames

Anchors

- To link to sections of your existing page a name must be given to the anchor.
- In the example below, we've created a mini Table of Contents for this page.
- By placing blank anchors just after each heading, and naming them, we can then create reference links to those sections on this page as shown below.
- First, the headings of this page contain blank, named anchors. They look like this.

```
<h2>HTML Links and Anchors<a name="top"></a></h2>
<h2>HTML Text Links<a name="text"></a></h2>
<h2>HTML Email<a name="email"></a></h2>
```

- Now create the reference links, placing the # symbol followed by the name of the anchor in the href of the new link.

```
<a href="#top">Go to the Top</a>
<a href="#text">Learn about Text Links</a>
<a href="#email">Learn about Email Links</a>
```

HTML – Images

- Use the tag to place an image on your web page.

```
<imgsrc="sunset.gif" />
```

1. Image src

- Above we have defined the src attribute.
- Src stands for source, the source of the image or more appropriately, where the picture file is located.
- There are two ways to define the source of an image. First you may use a standard URL. (src=http://www.Xyz.com/pics/htmlIT/sunset.gif) As your second choice, you may copy or upload the file onto your web server and access it locally using standard directory tree methods. (src="../sunset.gif")
- The location of this picture file is in relation to your location of your .html file.

URL Types:

Local Src	Location Description
src="sunset.gif"	picture file resides in same directory as .html file
src="../sunset.gif"	picture file resides in previous directory as .html file
src="../pics/sunset.gif"	picture file resides in the pic directory in a previous directory as .html file

- A URL cannot contain drive letters
- Therefore something like src="C:\\www\\web\\pics\\" will not work. Pictures must be uploaded along with your .html file to your web server.

2. Alternative Attribute

- The alt attribute specifies alternate text to be displayed if for some reason the browser cannot find the image, or if a user has image files disabled.

```
<imgsrc="http://example.com/brokenlink/sunset.gif" alt="Beautiful Sunset" />
```

3. Image Height and Width

- To define the height and width of the image, rather than letting the browser compute the size, use the height and width attributes.

```
<imgsrc="sunset.gif" height="50"width="100">
```

4. Vertically and Horizontally Align Images

- Use the align and valign attributes to place images within your body, tables, or sections.
 1. align (Horizontal)
 1. right 2. left 3. center
 2. valign (Vertical)
 1. top 2. bottom 3. center
- Below is an example of how to align an image to the right of a paragraph


```
<p>This is paragraph 1, yes it is...</p>
```

```
<p><imgsrc="sunset.gif" align="right">The image will appear along the...isn't it? </p>
```

5. Images as Links

- Images are very useful for links and can be created with the HTML below.

```
<a href="http://www.xyz.com/"><imgsrc="sunset.gif"></a>
```

HTML Forms

- A form will take input from the viewer and depending on your needs, you may store that data into a file, place an order, gather user statistics, register the person to your web forum, or maybe subscribe them to your weekly newsletter.

Making a Form

- `<form>` is main tag to build a form.
- It has a few optional attributes too. Below is an example of the form element.

```
<form action="processform.php" method="post">  
</form>
```

- The action attribute tells the HTML where to send the collected information, while the method attribute describes the way to send it.

Type of Input

- The main tag for collecting information from the user is `<input>`.
- The tag itself contains a name attribute, so that we can refer to the input by a name, and the size of the entry box in characters.
- There are quite few different types of input to choose from:
- `<input type="text"/>` this is the default input type and accepts characters and numbers into a text box. It can also have a value attribute attached to it, which will give it an initial value.
- `<input type="password"/>` this is similar to the above text box but anything that is typed cannot be seen; instead an asterisk is printed to cover up the entry. As the name suggests, this is used for password entry.
- `<input type="checkbox"/>` this gives a box that can be toggled between checked and unchecked. It can initially be set to one or the other with `checked="checked"`.
- `<input type="radio"/>` this is similar to checkbox but in group of radio buttons only one can be selected at a time. This can also have an initial checked state on one of the radio buttons.
- `<input type="file"/>` This will give a box to allow you to choose a file similar to when you open or save files usually on your machine. It can be used to select a file on the local machine for upload to a server.

- `<input type="submit"/>` this allows a form to be submitted. When pressed, the information will be passed on for processing, usually to a script mentioned in the action attribute option of the form.
- `<input type="image"/>` this will also submit the form when selected and, like the img tag, requires the src attribute to specify an associated image.
- `<input type="button"/>` this makes a button available.
- `<input type="reset"/>` this will reset the form to its initial state when selected.
- `<input type="hidden"/>` this allows hidden data(not seen by the user) to be passed along with the form.

HTML Text Fields

- The `<input>` has a few attributes that you should be aware of.
- **type** - Determines what kind of input field it will be. Possible choices are text, submit, and password.
- **name** - Assigns a name to the given field so that you may reference it later.
- **size** - Sets the horizontal width of the field. The unit of measurement is in blank spaces.
- **maxlength** - Dictates the maximum number of characters that can be entered.

```
<form method="post" action="mailto:youremail@email.com">
Name: <input type="text" size="10" maxlength="40" name="name"><br />
Password: <input type="password" size="10" maxlength="10"
name="password">
```

HTML Radio Buttons

- Radio buttons are a popular form of interaction. You may have seen them on quizzes, questionnaires, and other web sites that give the user a multiple choice question. that relate to the radio button.

```
<form method="post" action="mailto:youremail@email.com">
What kind of shirt are you wearing? <br />
Shade:
<input type="radio" name="shade" value="dark">Dark
<input type="radio" name="shade" value="light">Light <br />
</form>
```

HTML Check Boxes

- Check boxes allow for multiple items to be selected for a certain group of choices. The check box's name and value attributes behave the same as a radio button.

```
<form method="post" action="mailto:youremail@email.com">
Select your favorite cartoon characters.
<input type="checkbox" name="toon" value="Goofy">Goofy
<input type="checkbox" name="toon" value="Donald">Donald
<input type="checkbox" name="toon" value="Bugs">Bugs Bunny
</form>
```

HTML Drop Down Lists

- Drop down menus are created with the <select> and <option> tags. <select> is the list itself and each <option> is an available choice for the user.

```
<form method="post" action="mailto:youremail@email.com">
College Degree?
<select name="degree">
<option>Choose One</option>
<option>Some High School</option>
<option>High School Degree</option>
</select>
</form>
```

HTML Selection List

- Yet another type of form, a highlighted selection list. This form will post what the user highlights. Basically just another type of way to get input from the user.
- The size attribute selects how many options will be shown at once before needing to scroll, and the selected option tells the browser which choice to select by default.

```
<form method="post" action="mailto:youremail@email.com">
Musical Taste
<select multiple name="music" size="4">
<option value="emo" selected>Emo</option>
<option value="metal/rock" >Metal/Rock</option>
<option value="hiphop" >Hip Hop</option><option value="ska" >Ska</option>
<option value="jazz" >Jazz</option>
</form>
```

HTML Text Areas

- Text areas serve as an input field for viewers to place their own comments onto forums and the like use text areas to post what you type onto their site using scripts. For this form, the text area is used as a way to write comments to somebody.
- Rows and columns need to be specified as attributes to the <textarea> tag.

- Another attribute to be aware of is the wrap. Wrap has 3 values.

```
<form method="post" action="mailto:youremail@email.com">
<textarea rows="5" cols="20" name="comments"> Enter Comments Here
</textarea>
</form>
```

HTML Tables

- The <table> tag is used to begin a table. Within a table element are the <tr> (table rows) and <td> (table columns) tags.

```
<table border="1">
<tr><td>Row 1 Cell 1</td><td>Row 1 Cell 2</td></tr>
<tr><td>Row 2 Cell 1</td><td>Row 2 Cell 2</td></tr>
</table>
```

Row 1 Cell 1	Row 1 Cell 2
Row 2 Cell 1	Row 2 Cell 2

- Content is placed within tables cells. A table cell is defined by <td> and </td>.The border attribute defines how wide the table's border will be.

Spanning Multiple Rows and Cells

- Use rowspan to span multiple rows and colspan to span multiple columns.
- Note: if you would like to place headers at the top of your columns, use the <th> tag as shown below. By default these headers are bold to set them apart from the rest of your table's content.

```
<table border="1"><tr><th>Column 1</th><th>Column 2</th><th>Column 3</th></tr>
<tr><td rowspan="2">Row 1 Cell 1</td><td>Row 1 Cell 2</td><td>Row 1 Cell 3</td></tr>
<tr><td>Row 2 Cell 2</td><td>Row 2 Cell 3</td></tr>
<tr><td colspan="3">Row 3 Cell 1</td></tr>
</table>
```

Column 1	Column 2	Column 3
Row 1 Cell 1	Row 1 Cell 2	Row 1 Cell 3
	Row 2 Cell 2	Row 2 Cell 3
Row 3 Cell 1		

Cell Padding and Spacing

- With the cellpadding and cellspacing attributes you will be able to adjust the white space on your tables. Spacing defines the width of the border, while padding represents the distance between cell borders and the content within. Color has been added to the table to emphasize these attributes.

```
<table border="1" cellspacing="10" bgcolor="rgb(0,255,0)">
<tr><th>Column 1</th><th>Column 2</th></tr>
<tr><td>Row 1 Cell 1</td><td>Row 1 Cell 2</td></tr>
<tr><td>Row 2 Cell 1</td><td>Row 2 Cell 2</td></tr>
</table>
```

Column 1	Column 2
Row 1 Cell 1	Row 1 Cell 2
Row 2 Cell 1	Row 2 Cell 2

- And now we will change the cellpadding of the table and remove the cellspacing from the previous example.

```
<table border="1" cellpadding="10" bgcolor="rgb(0,255,0)">
<tr><th>Column 1</th><th>Column 2</th></tr>
<tr><td>Row 1 Cell 1</td><td>Row 1 Cell 2</td></tr>
<tr><td>Row 2 Cell 1</td><td>Row 2 Cell 2</td></tr>
</table>
```

Column 1	Column 2
Row 1 Cell 1	Row 1 Cell 2
Row 2 Cell 1	Row 2 Cell 2

HTML - <!-- Comments -->

- A comment is a way for you as the web page developer to control what lines of code are to be ignored by the web browser.
- Comment syntax may be a little complicated, there is an opening and a closing much like tags.
 1. <!-- Opening Comment
 2. --> Closing Comment

<!--Note to self: This is my banner image! Don't forget -->

<imgsrc="http://www.website.com/pics/anyimage.jpg" height="100" width="200"/>

What is an HTML Form? Discuss different form attributes

- Form is a data collection mechanism within HTML that allows the design of various styles of input to suit most types of information.
- An input element can vary in many ways, depending on the type attribute. An input element can be of type textfield, checkbox, password, radiobutton, submit button, and more.
- Following are **attributes of <form>**.

1. Name:

- The name attribute specifies the name of a form which is used to reference elements in a JavaScript.

<form action="URL"> Value : URL

Description : Where to send the form data.

2. Action:

- The required action attribute specifies where to send the form-data when a form is submitted.

<form action="URL"> Value : URL

Description : Where to send the form data.

3. Method :

- The method attribute specifies how to send form-data (the form-data is sent to the pages specified in the action attribute).

<form method="get|post">

Value : get

Description : Default. Appends the form-data to the URL in name/value pairs:

URL?name=value&name=value

Value : post

Description : Sends the form-data as an HTTP post transaction.

4. Target

- The target attribute specifies a name or a keyword that indicates where to display the response that is received after submitting the form.

<form target="_blank|_self|_parent|_top|frameName">

Value	Description
_blank	The response is displayed in a new window or tab
_self	The response is displayed in the same frame (this is default)
_parent	The response is displayed in the parent frame
_top	The response is displayed in the full body of the window
frameName	The response is displayed in a named frame

Explain following terms with example.**(1) <optgroup> :**

- The <optgroup> is used to group related options in a drop-down list. If you have a long list of options, groups of related options are easier to handle for a user.

```
<select>
  <optgroup label="Swedish Cars">
    <option value="volvo">Volvo</option>
    <option value="saab">Saab</option>
  </optgroup>
  <optgroup label="German Cars">
    <option value="mercedes">Mercedes</option>
    <option value="audi">Audi</option>
  </optgroup>
</select>
```

(2) :

- The tag is used to group inline-elements in a document.
- The tag provides no visual change by itself.
- The tag provides a way to add a hook to a part of a text or a part of a document.
- When the text is hooked in a element you can add styles to the content, or manipulate the content with for example JavaScript.

```
<p>Mymotherhas<spanstyle="color:lightblue">lightblue</span>eyes.</p>
```

Introduction to HTML5

- The DOCTYPE declaration for HTML5 is very simple:
`<!DOCTYPE html>`
- The character encoding (charset) declaration is also very simple:
`<meta charset="UTF-8">`
- New HTML5 Elements:
 - New semantic elements like `<header>`, `<footer>`, `<article>`, and `<section>`.
 - New form control attributes like `number`, `date`, `time`, `calendar`, and `range`.
 - New graphic elements: `<svg>` and `<canvas>`.
 - New multimedia elements: `<audio>` and `<video>`.
 - Elements Removed in HTML5

The following HTML4 elements have been removed from HTML5:

Element	Use instead
<code><acronym></code>	<code><abbr></code>
<code><applet></code>	<code><object></code>
<code><basefont></code>	CSS
<code><big></code>	CSS
<code><center></code>	CSS
<code><dir></code>	<code></code>
<code></code>	CSS
<code><frame></code>	
<code><frameset></code>	
<code><noframes></code>	
<code><strike></code>	CSS
<code><tt></code>	CSS

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